



# LION™



STRATEGY

SKILL

INSTINCT

PERSISTENCE



SANCTUARY  
WOODS®

## CREDITS

Published by  
Sanctuary Woods

Developed and Designed by  
Manley & Associates

Executive Producer  
Diana Bury

Producers  
Dave Hasle  
Khanh T. Le  
Kent Peterson  
Diana Bury

Lead Programmer  
Michael Lankovich

Programmers  
Matthew Campbell  
Ryan Gelthman  
Charles Walters  
Robert Ridlhalgh

Support Programmers  
George Stults  
Ned Wallace  
Terry Harmer  
James Hague  
Vladimir Potap'yev

Lead Artists  
Brian Johnson  
David K. McCormack

Artists  
Peter Fries  
Mike Cressy  
Victor von Beck

Support Artists  
Dave Hasle  
Andy L. Fuller

Music and Sound  
Robert Ridlhalgh  
Jay Weinland

Lion Safari Writer  
Victoria Carlyle Weiland

Lion Safari Editor  
Mark Rose

Lion Safari Narrator  
Timothy White

Lion Safari Digital Video  
Ming Lau

Manual Writers and Editors

Diana Bury  
Victoria Carlyle Weiland

Manual and Box Design  
Soo Hoo Design

Quality Assurance  
Gayle Johnson  
Chris Capell

Alfonso Brooks  
Bruce Bider  
Robert Bryon  
Dan French  
Clayton Johnson  
Darren Keetley  
Kimberlie Manuel  
Cam McKeown

Marketing  
Stacey Lamiero-Knoles  
Carri Gustafson  
Nancy Miller

Public Relations  
Laurie Thornton Neff  
Switzer Communications

International Translations  
Chris Olin  
Rob Roesler

Lion Safari Video Sources  
Fabulous Footage Inc.  
The Image Bank Film  
MPI Media Group  
National Geographic Society

Special Thanks to  
The Bug Police  
Donna Bury  
John Colon  
John Conley  
Doug Deardorff  
Michael Grant  
Michael Lewis  
Gordon Ludlow  
Mike Mihojevich  
Chris Osheroff  
James Prickett  
Niki Ruxton  
Cosmo Scrivanich

Based on a Design by  
John Baron  
Mark Rose

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## CONTACT INFO

Sanctuary Woods Multimedia 1825 S. Grant St. San Mateo, CA 94402 main: (415) 286-6000 fax: (415) 286-6010	WWW: <a href="http://www.sanctuary.com">http://www.sanctuary.com</a> BBS: (415) 286-6116 America Online: keyword "Sanctuary Woods" CompuServe: GO GAMDPUB, section 20 E-mail: <a href="mailto:admin@sanctuary.com">admin@sanctuary.com</a> Technical Support E-mail: <a href="mailto:techsupport@sanctuary.com">techsupport@sanctuary.com</a>
Customer Service: (415) 286-6100 fax: (415) 286-6115	For more information on lions: George B. Schaller, <i>The Serengeti Lion</i> Univ. of Chicago Press, 1976

## GETTING STARTED

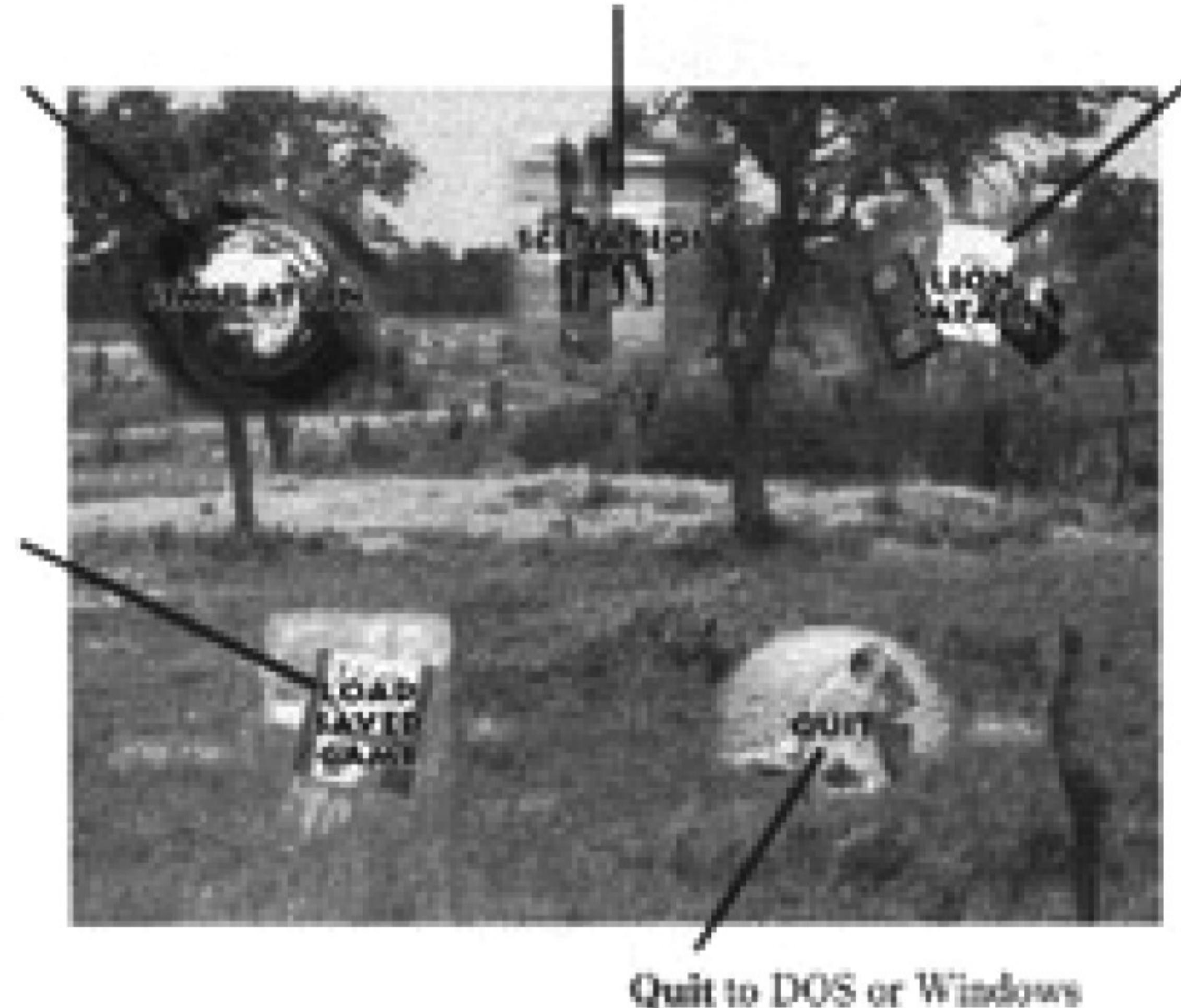
Installation Instructions are on a separate card in the Lion Box. After installation, launch the game by typing Lion in DOS, or by double-clicking on the Lion icon in the Sanctuary Woods Program Group in Windows. Read Quick Start to begin immediately. Note that throughout the game, the ESC key gets players out of the current selection, including the game introduction. Also, be sure to read Strategies on the back of this manual, and Scoring and Hot Keys are on the Quick Card.

### Main Selection Screen

Make your gameplay selection by clicking on the picture of your choice.

Play out the life of a lion in the free-form Simulation. Choose from 20 individual lions and set the parameters of the world.

Click Load Saved Games to play previously saved Simulations and Scenarios. Click on the name of the game and click Continue.



Complete 20 mission-based Scenarios, each with their own specific goal and Par Time.

Discover ways to improve your score by taking a guided tour in the Lion Safari, complete with Video, Photos, and Narration.

If the Scenarios are completed within Par Time on the first attempt, they take about 30 hours. They will more likely take longer. Gameplay in the Simulation is infinite. The Lion Safari takes over 1 hour for all of the guided tours.

Quit to DOS or Windows

## Quick Start

To develop the skills of a lion, complete the Scenarios first, then play the Simulation. Along the way, the Lion Safari guided tour is helpful in picking up additional information to improve your score. Installation Instructions are on a separate card.

To get started in the Scenarios:

1. Click on the Scenarios picture.
2. Click on New Player.
3. Enter the player's name.
4. Click on a Scenario name to play. Scenarios increase in difficulty.
5. Carefully read the Scenario Description. Important clues are given.
6. Click on Continue to begin playing.

Here is some basic gameplay information:

- The lion walks/runs in the direction the cursor is moved.
- To interact with other animals to kill, fight, or mate, click on them.
- Hit the Space Bar or the (right) mouse button to access the Command Bar at the bottom of the gameplay screen.
- Refer to the Hot Keys and Scoring on the Quick Card.
- "F1" - "F7" display Hot Keys and Scoring help on-screen.
- Strategies on the last 2 pages provide invaluable clues.

Each Scenario represents a different skill or challenge in a lion's life. Players apply this knowledge just to survive in the free-form Simulation.

## SCENARIO SETUP

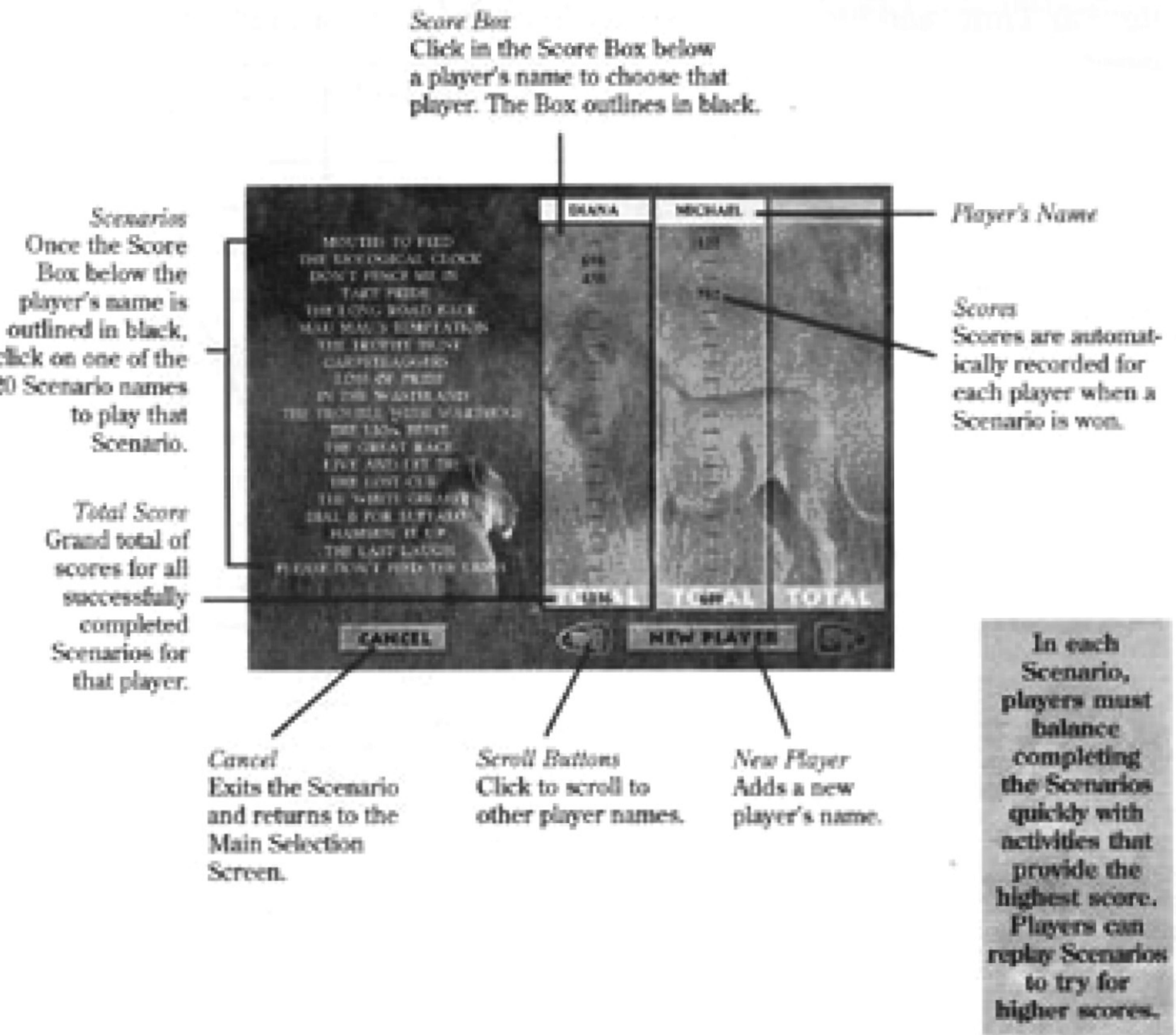
There are 20 mission-based Scenarios, each focusing on a different challenge in a lion's life. Each Scenario has a Par Time for completion. Players can play for 3 times the Par Time before losing the Scenario. Points are awarded for how quickly the Scenario is completed. See the Quick Card for specific scores. Refer to Strategies on the last 2 pages for invaluable clues in solving the Scenarios.

### *Scenario Selection Screen*

The player enters their name and chooses the Scenario to play. Up to 30 player names can be entered. To remove 1 player and replace them with another player, click on the old player's name and enter the new player's name. The old player's scores are erased. Scores are automatically entered when Scenarios are won. Scenarios can be played in any order, although they increase in difficulty. They can also be replayed.

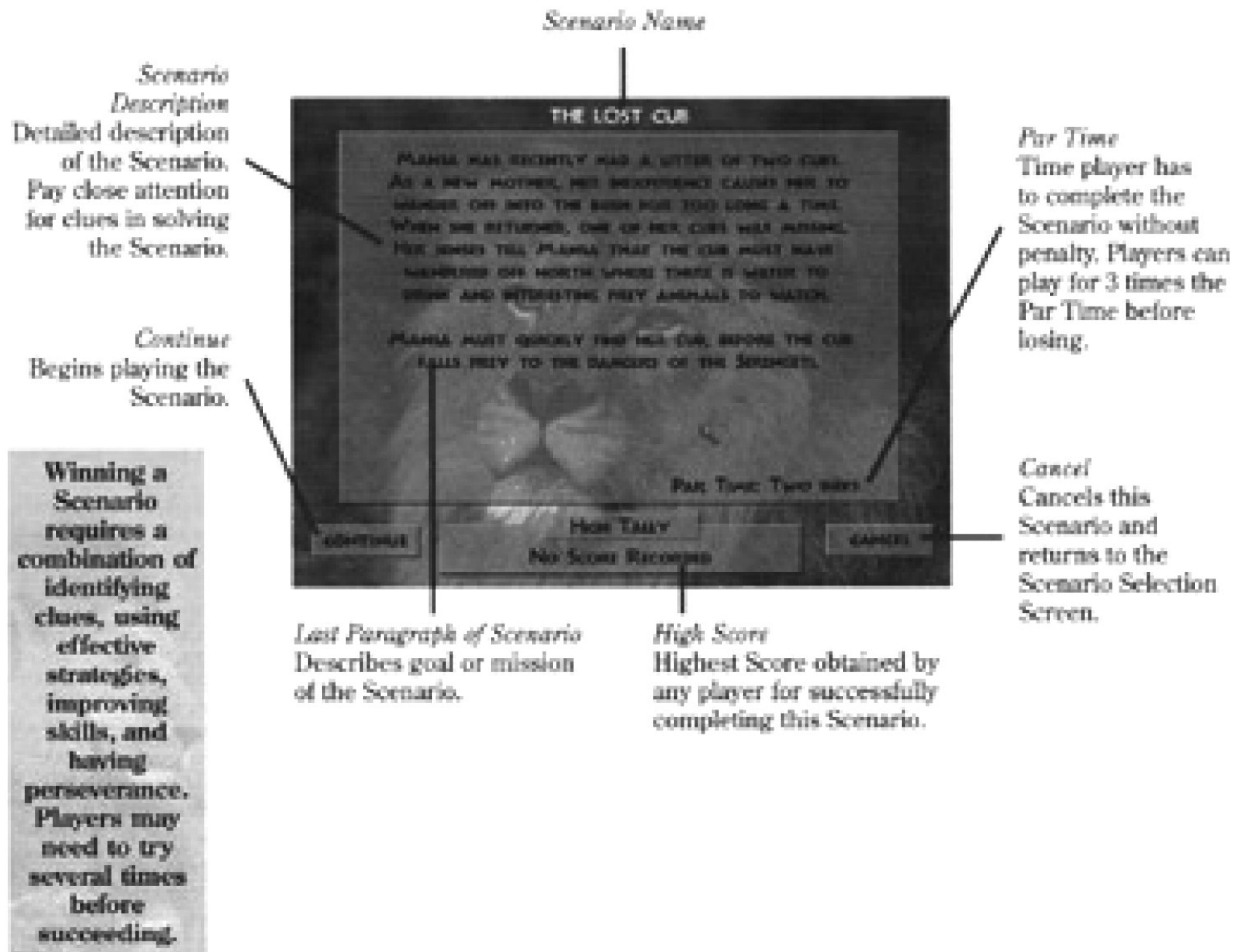
#### To play a Scenario:

1. Click on New Player.
2. Type in player's name and hit Return. The Score Box is outlined in black.
3. Click on any Scenario name to play or replay that Scenario.



## Scenario Description Screen

After choosing a Scenario, a detailed description is given, along with the Par Time, and high score. Read the description carefully, as valuable clues are given.



## Scenario Summary

Here is a summary of the goal or mission of each Scenario and the Par Time. Scenarios may be played in any order although they increase in difficulty.

Scenario	Par Time	Mission
Mouths to Feed	1 days	Kill an animal so cubs can eat
The Biological Clock	4 days	Successfully mate with a nearby lion
Don't Fence Me In	2 hours	Escape the tranquilizer guns of the zoo crew
Take Pride	2 days	Fight to take over a pride
The Long Road Back	2 weeks	Return to full health after injury from prey
Mau Mau's Temptation	3 days	Take down 2 of the Masai's cattle
The Trophy Hunt	1 week	Kill one of each prey
Carpetbaggers	2 days	Find and cross the river to escape poachers
Loss of Pride	3 days	Rejoin your pride after being separated by poachers
In the Wasteland	1 day	Find food before sunrise, or starve
The Trouble With Warthogs	3 days	Raise the kill rating for warthogs by 1 point
The Lion Hunt	2 days	Defend yourself against a Masai warrior
The Great Race	1 week	Find where the river cuts through the cliff
Live and Let Die	2 days	Fight and destroy 2 hyenas during a drought
The Lost Cub	2 days	Locate lost cub
The White Giraffe	4 days	Find and take down the ghostly White Giraffe
Dial B for Buffalo	3 days	Find and successfully kill the Cape Buffalo
Hammin' It Up	1 week	Take down a prey in view of the film crew's camera
The Last Laugh	3 days	Kill the hyenas who try to steal your carcass
Please Don't Feed the Lions	6 hours	Locate a poacher's camp and steal their food

## SIMULATION SETUP

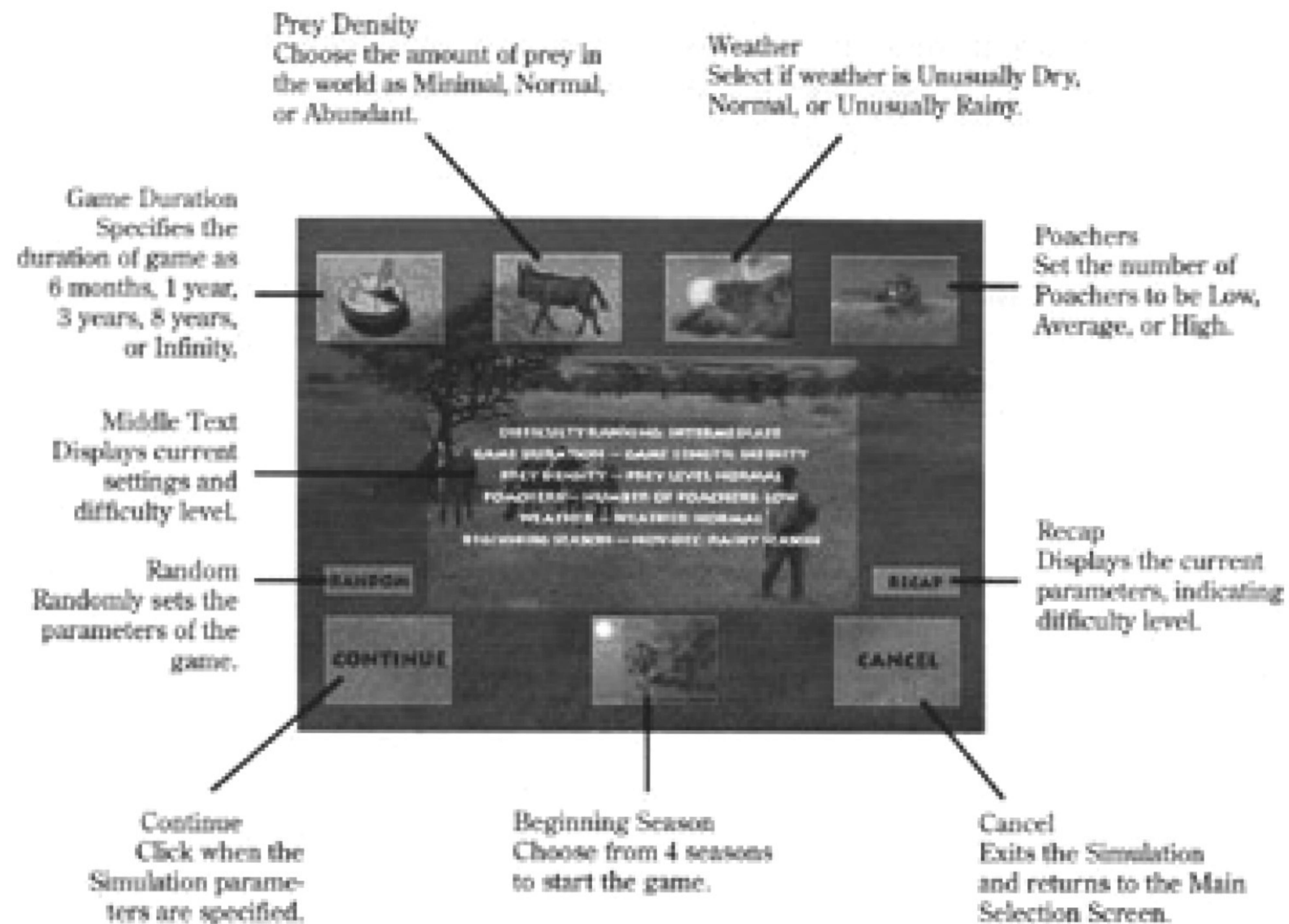
In the free-form Simulation, the player chooses the initial parameters of the world including length of game, prey density, weather, number of poachers, and the season. There are 20 lions to choose from with varying capabilities. Refer to Strategies on the back cover for invaluable survival hints.

### *Simulation Setup Screen*

Set up the initial conditions of the game world, or have them automatically selected. Each picture controls one element of the environment which directly impacts the difficulty level the player's lion faces. There are 5 difficulty settings:

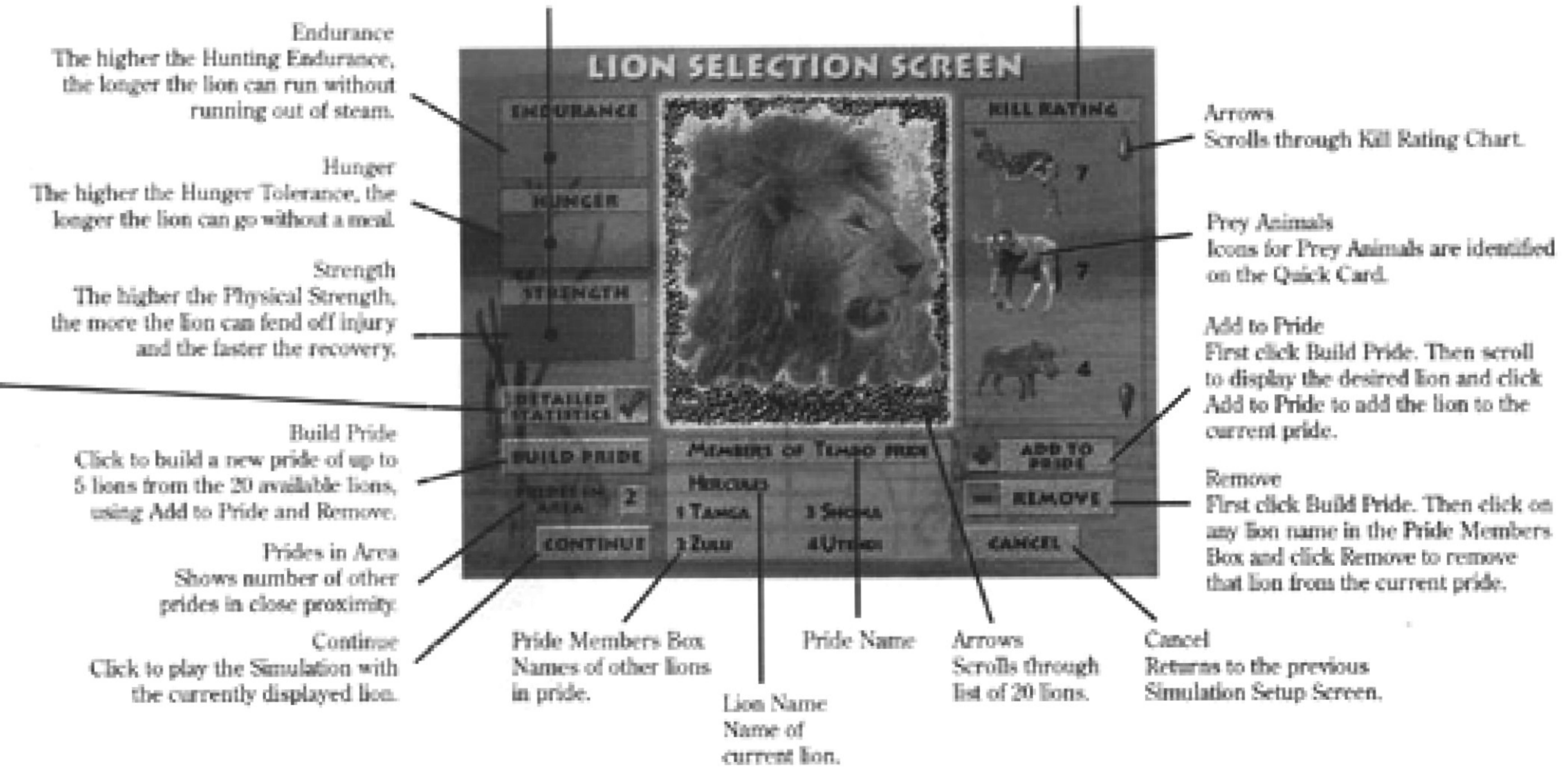
- Trainee
- Beginner
- Intermediate
- Advanced
- Expert

In re-creating the Serengeti, the player has available a wide variety of realistic settings that provide varying levels of difficulty in gameplay.



## Lion Selection Screen

There are 20 lions to play. Players can choose a lone nomad lion or control an entire pride of up to 5 lions. There are females and males, each with their own capabilities.

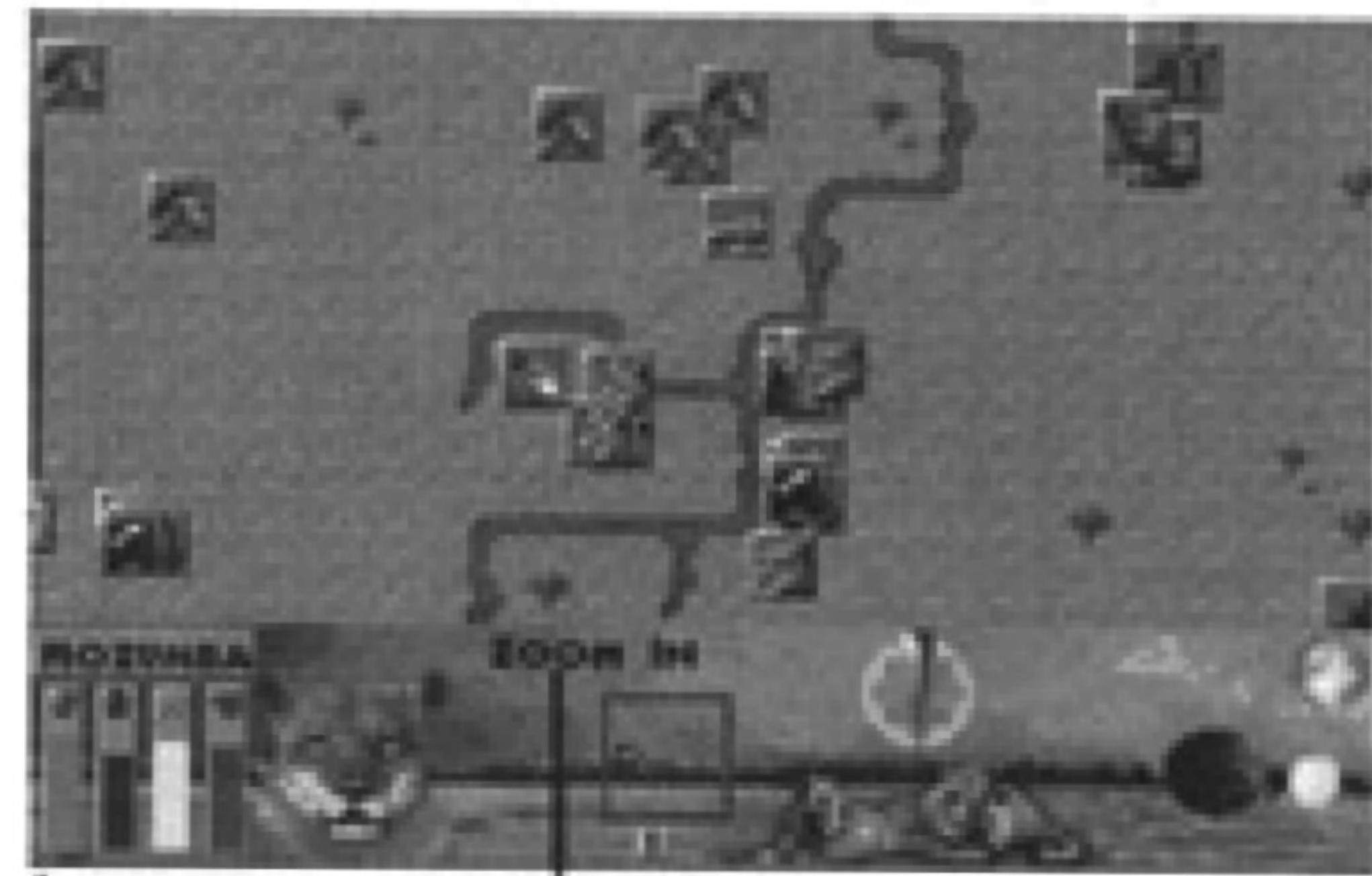
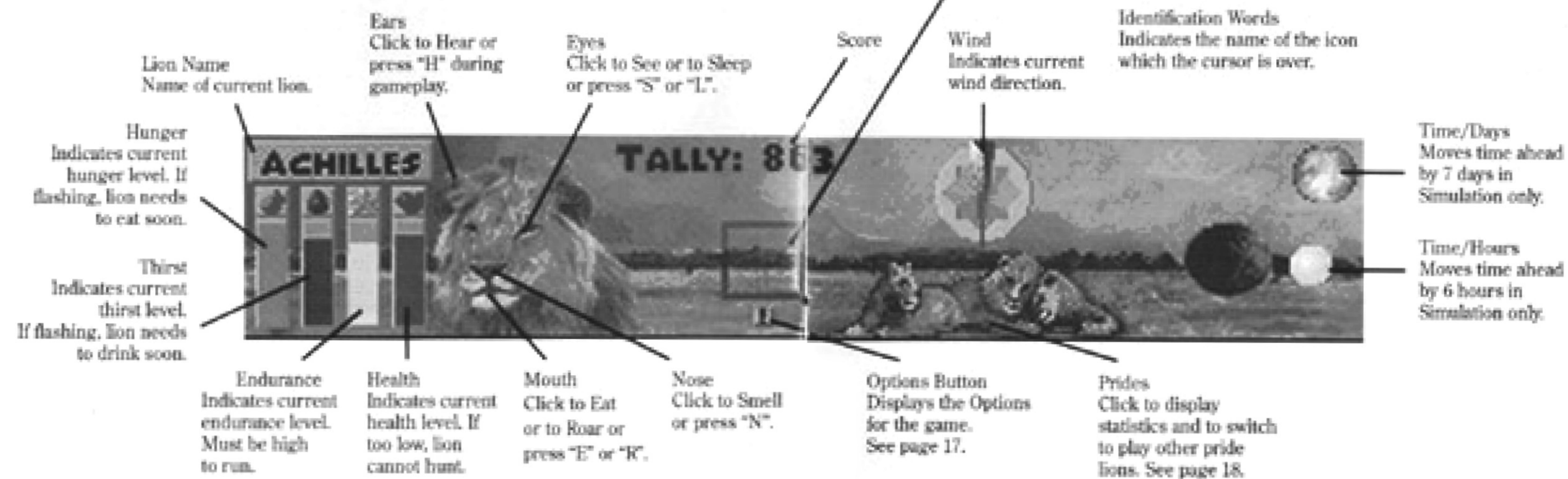


## PLAYING THE GAME

The gameplay in the Scenarios and the Simulation is the same. However, the goals are different. In the Scenarios, players must accomplish a specific goal within a given time. In the Simulation, players create the world and try to survive for a specified time, experiencing life as a lion.

### Command Bar

The Command Bar gives vital information about the player's lion, and provides access to various lion actions. To access the Command Bar, press the Space Bar. On the PC, players can also click the right mouse button. On the Mac, players can also move the mouse quickly to the Command Bar.



Zoom  
Click to zoom out to a radar style map. Click again to return to normal gameplay. Press "Z" to quickly zoom out for a couple of seconds. Icons are identified on the Quick Card.

The radar style map utilizes all the lion's senses to show animals in the surrounding area.

## Options Button

Click on Options in the Command Bar.



**Sound**  
Use arrows to discreetly increase or decrease sound volume.

**Music**  
Use arrows to discreetly increase or decrease music volume.

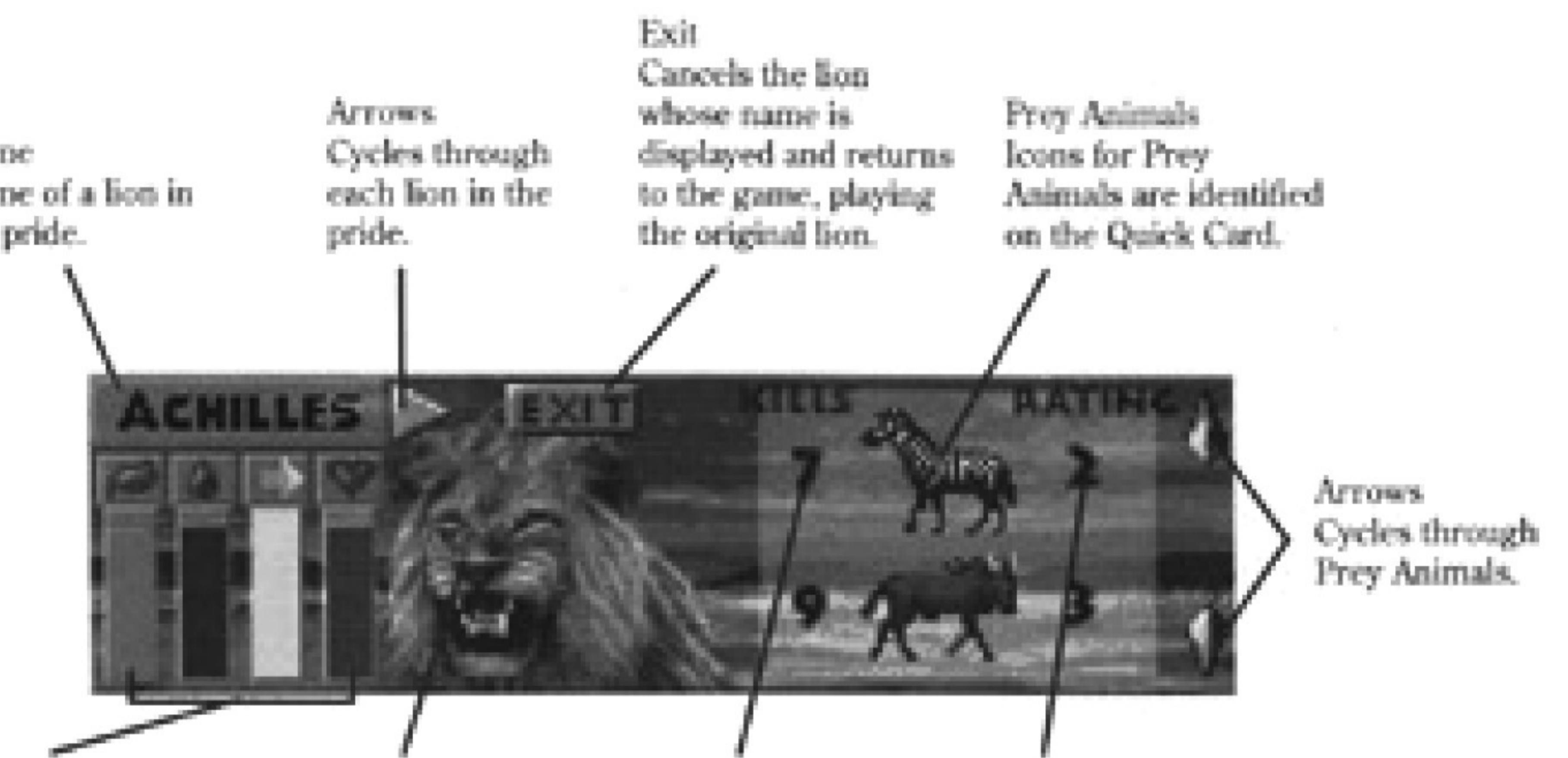
**Autoplay**  
Autoplay suspends player interaction with the lion, allowing the player to explore the world. Useful to find prey or water. Type "J" to jump to the player's lion. Available in Simulation only.

**Quit**  
Returns to the Main Selection Screen.

**Save**  
Saves current Simulation or Scenario at exact point in game. Enter new name or click on previously saved game to replace it. 50 games can be saved. All saved games can be deleted in DOS or the File Manager in the Games directory.

## Pride Screen

Click on Prides in the Command Bar.



**Name**  
Name of a lion in the pride.

**Arrows**  
Cycles through each lion in the pride.

**Exit**  
 Cancels the lion whose name is displayed and returns to the game, playing the original lion.

**Prey Animals**  
Icons for Prey Animals are identified on the Quick Card.

**Arrows**  
Cycles through Prey Animals.

**Hunger, Thirst, Endurance, Health**  
Current levels for the lion whose name is displayed.

**Lion's Face**  
Click on the lion's face to switch to play the lion whose name is displayed. The new lion appears in the middle of the gameplay screen.

**Kills**  
Number of kills made by the lion whose name is displayed when that lion is being played.

**Kill Rating**  
Prey Kill Rating for the lion whose name is displayed. The higher the number, the easier for that lion to kill. Numbers increase during gameplay according to the player's success at killing.

**In the wild, lion attacks are successful only 25%-50% of the time, with the highest rate of successful attacks taking place during the night or in groups.**

## *Controlling the Player's Lion*

### *Moving Around*

To run, trot, or walk, move the cursor in that direction. The further the cursor from the lion, the faster the lion moves. Endurance in the Command Bar determines how far it can move before tiring. Its overall speed is determined by Endurance on the Lion Selection Screen.

### *Resting*

To stop, place the cursor on top of the lion. To sit down, press "I". To lie down, press "L" or choose "Sleep" from the Command Bar.

### *Playing Other Lions in the Pride*

Players can play any lion in the pride. See Command Bar for details.

### *Bringing Down Prey*

To make a kill, sneak up on the prey and click and hold on the animal while chasing it. The chance of success improves if the player lion moves in a crouched position. While the lion is standing, move the cursor over the lion, press the (left) mouse button down and continue holding while moving the lion slowly toward the prey.

### *Group Hunt*

To group hunt, move each lion into a crouched position near prey. Switch to play another lion using "Prides" in the Command Bar or by pressing "J". When all lions are positioned, attack with 1 lion and other lions also attack.

### *Eating and Drinking*

To eat, move the lion over a kill and press "E" or choose "Eat" from the Command Bar. To drink, move the lion into a water area and press "D" or choose "Drink" from the Command Bar.

### *Using the Lion's Senses*

Press "S" to see, "H" to hear, and "N" to smell (Nose). These senses can also be activated using the Command Bar. Icons appear on the screen indicating direction and presence of animals. These are explained on the Quick Card.

### *Roaring*

Press "R" to roar or choose "Roar" from the Command Bar.

### *Fighting*

To fight, double-click and hold the mouse on the other lion. Lions can only fight with lions of the same sex.

### *Joining or Taking Over a Pride*

A female or male nomad player lion can join a pride by fighting and defeating the pride leader, if that lion is of the same sex, or by mating with the leader if that lion is of the opposite sex. If player's lion successfully joins the pride, the other lions are added to Prides in the Command Bar. Lions who belong to a pride cannot join another pride.

### *Mating*

To mate, click on a lion of the opposite sex when it is alone. Females in estrus roll on their back. If the female is in estrus and mating is successful, cubs appear in 110 days. Mating can happen between any lions of the opposite sex.

### *Playing Cubs*

If the player's lion mates and produces cubs, then raises those cubs to 2 years old, the female cubs join the pride and can be played if there are less than 5 lions. The male cubs become nomads.

## *Staying Alive*

### *Successfully Killing*

Success in killing prey depends upon many conditions: the player's skill, the lion's health and endurance, crouching behind terrain cover, weather, time of day, wind direction, the kill success rate, and if the prey is injured. Keep in mind that while the player's lion can injure an animal, prey can also injure a lion.

### *Satisfying Hunger and Thirst*

When the Hunger bar is below  $\frac{1}{2}$ , the player's lion should eat. If it is flashing, it should eat soon. Drink whenever possible. If the Water bar is flashing, search for water immediately. Resting also slows the process of dehydration. Lions can steal food from other lions or hyenas or share a meal with a lion from the same pride.

### *Regaining Endurance*

The fastest way to increase endurance is by resting. If the player's lion is too hungry or too thirsty, it does not rest and players cannot move time forward in the Command Bar.

### *Avoiding Poachers*

The player's lion has 3-4 seconds to run away from a Poacher once he is 1 screen away. Otherwise, the lion will likely be hurt or killed. Lions can attack and kill Poachers by clicking on them. Some Poachers are on foot, others are in vehicles.

Lions tend to avoid conflict with each other. Threats mainly come from Hyenas and Poachers.

### *The Masai and Their Cattle*

While Cattle are easy prey, if the lion attacks, the Masai will come after the lion and can kill it with their spears. Lions can also kill Masai by clicking on them.

### *Encountering Hyenas*

Lions and Hyenas are mortal enemies. A single lion cannot do well against more than 1 Hyena. Hyenas run away if there are 2 or more lions.

### *Recovering from Injury*

On average, most wounds heal in about 4 days. The player's lion cannot successfully hunt if it is badly injured.

### *Death*

Lions can die by poaching, starvation, thirst, hyena attacks, injury from fights with other lions or prey, and old age. If the player's lion is a nomad, the game ends when the lion dies. If the player's lion is a member of a pride, the player changes to control another lion when the current lion dies.

Lions usually kill only when they're hungry. Prey sense the danger when lions are on the hunt. Otherwise, lions and prey co-exist in close proximity.

## *The Simulated World*

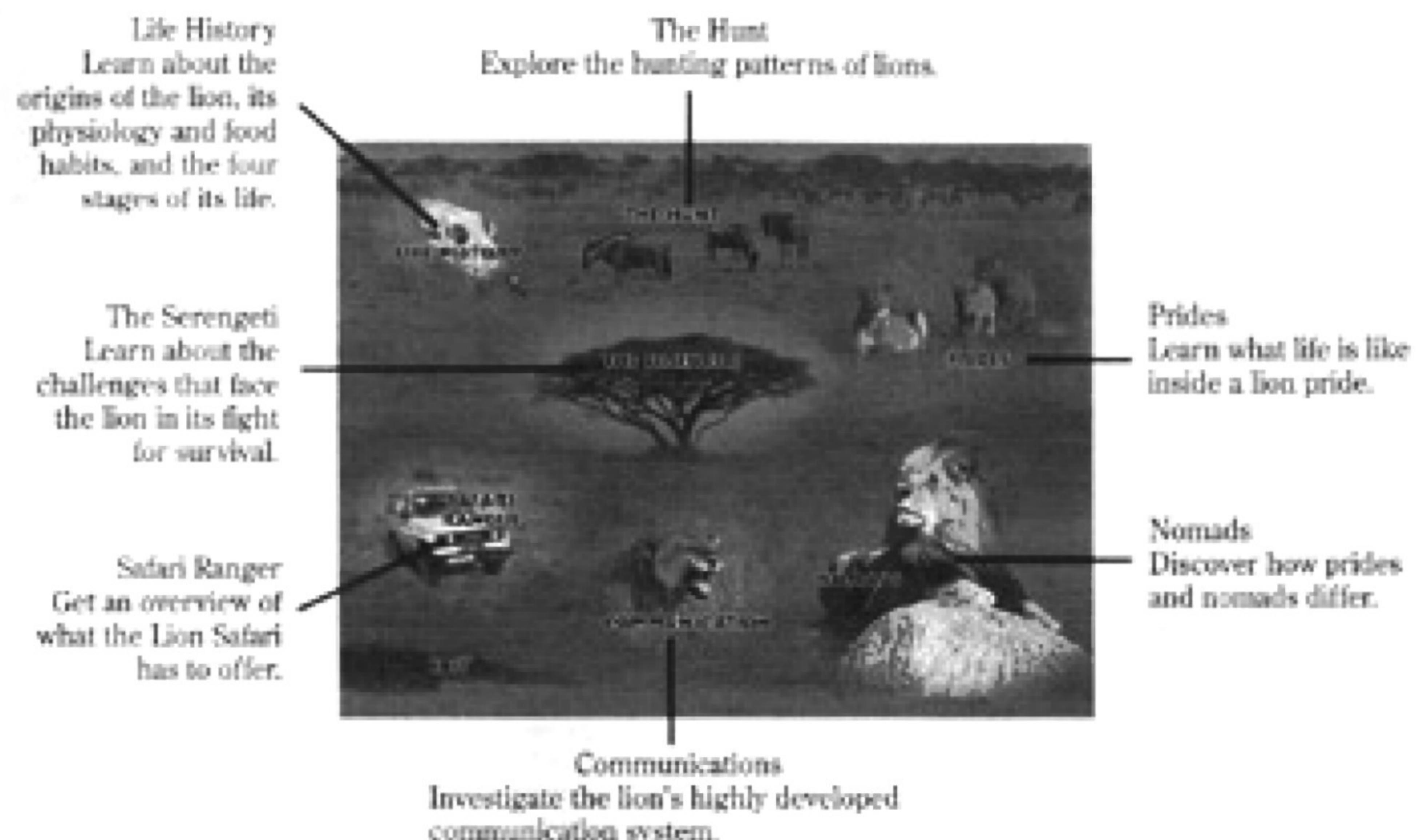
- 24 hours of gameplay lasts from 8 - 25 minutes of real time depending upon player activity. Using Command Bar features stops the gameplay timer. This can be used to pause the game.
- The world is 1600 gameplay screens across by over 3500 screens down on the PC. On the Mac it is 800 screens across by 1800 screens down, but more of the world is displayed on the screen.
- The "Zoom" view is 16 normal gameplay screens wide by 16 screens down.
- Water systems tend to flow north/south.
- The Woodlands are in the Northeast.
- There are 4 seasons:  
Jan – Feb Dry with Showers  
Mar – May Heavy Rains  
June – Oct Dry Season  
Nov – Dec Rainy Season
- Prey typically migrates to the Woodlands in the dry season in June, returning to the Plains in the rainy season in November.
- When the weather is unusually dry, there is a severe lack of prey in the Plains.
- The range in the Lion Capabilities on the Lion Selection Screen enables the strongest lion to run twice as far and go for twice as long without food as the weakest lion.

## **TAKE A LION SAFARI**

Being a winner in the game of LION requires a combination of initiative, intuition, and knowledge about lions. The more the player knows and applies, the higher the score. The Lion Safari is a wildlife reference which increases the likelihood of success in the gameplay.

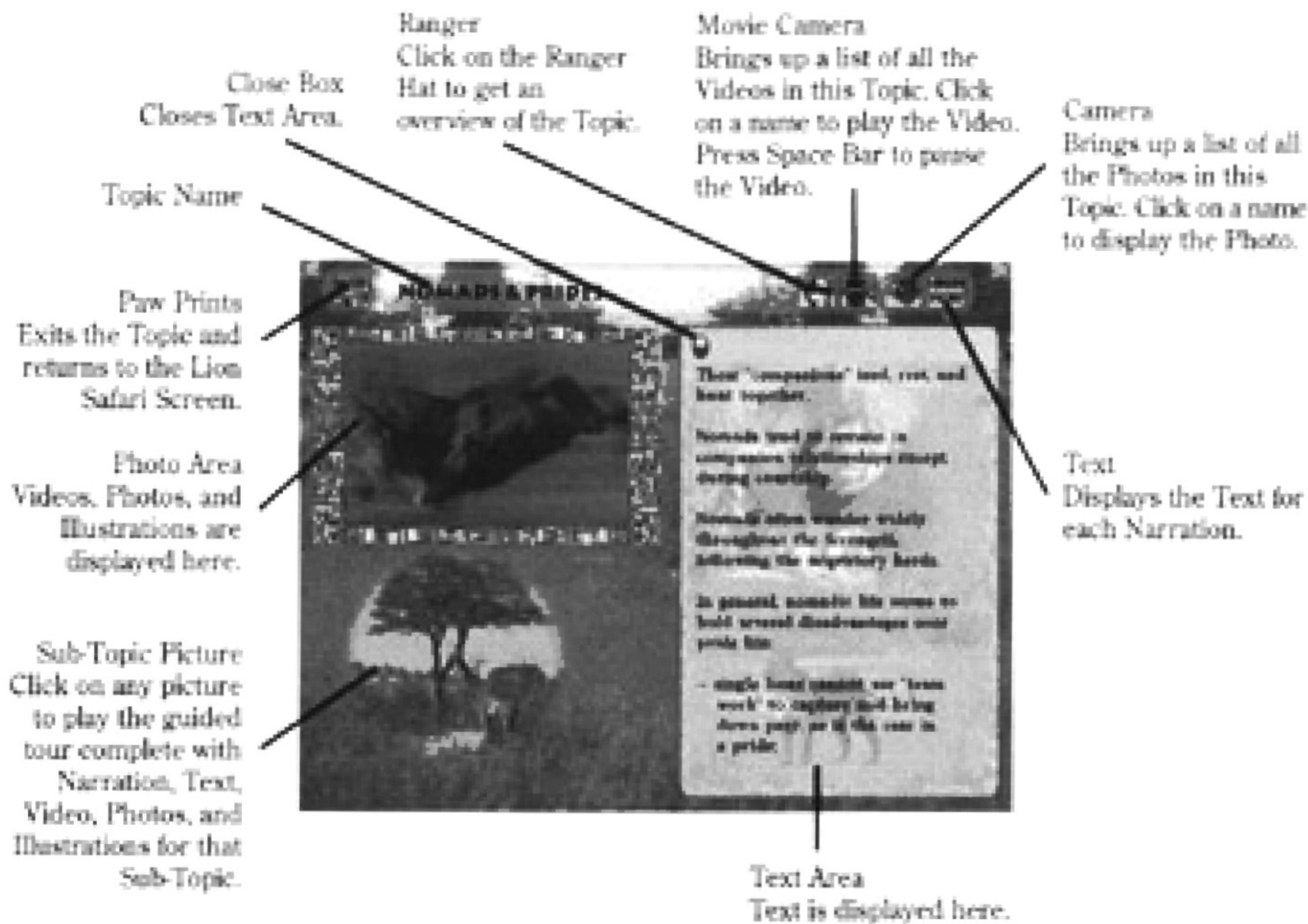
### *Lion Safari Topics*

The Lion Safari is composed of an overview and 6 topics, each of which explores a particular aspect of the life of the lion. Click on any picture to display Sub-Topics.



## Lion Safari Sub-Topics

When a Topic is selected, pictures representing several Sub-Topics are displayed. Click on any picture to begin a guided tour of that Sub-Topic area complete with Narration, Video, Photos, Illustration and Text. Click the Space Bar to pause, and the ESC key to stop the tour. Videos, Photos, Illustrations, and Text can also be viewed independently.

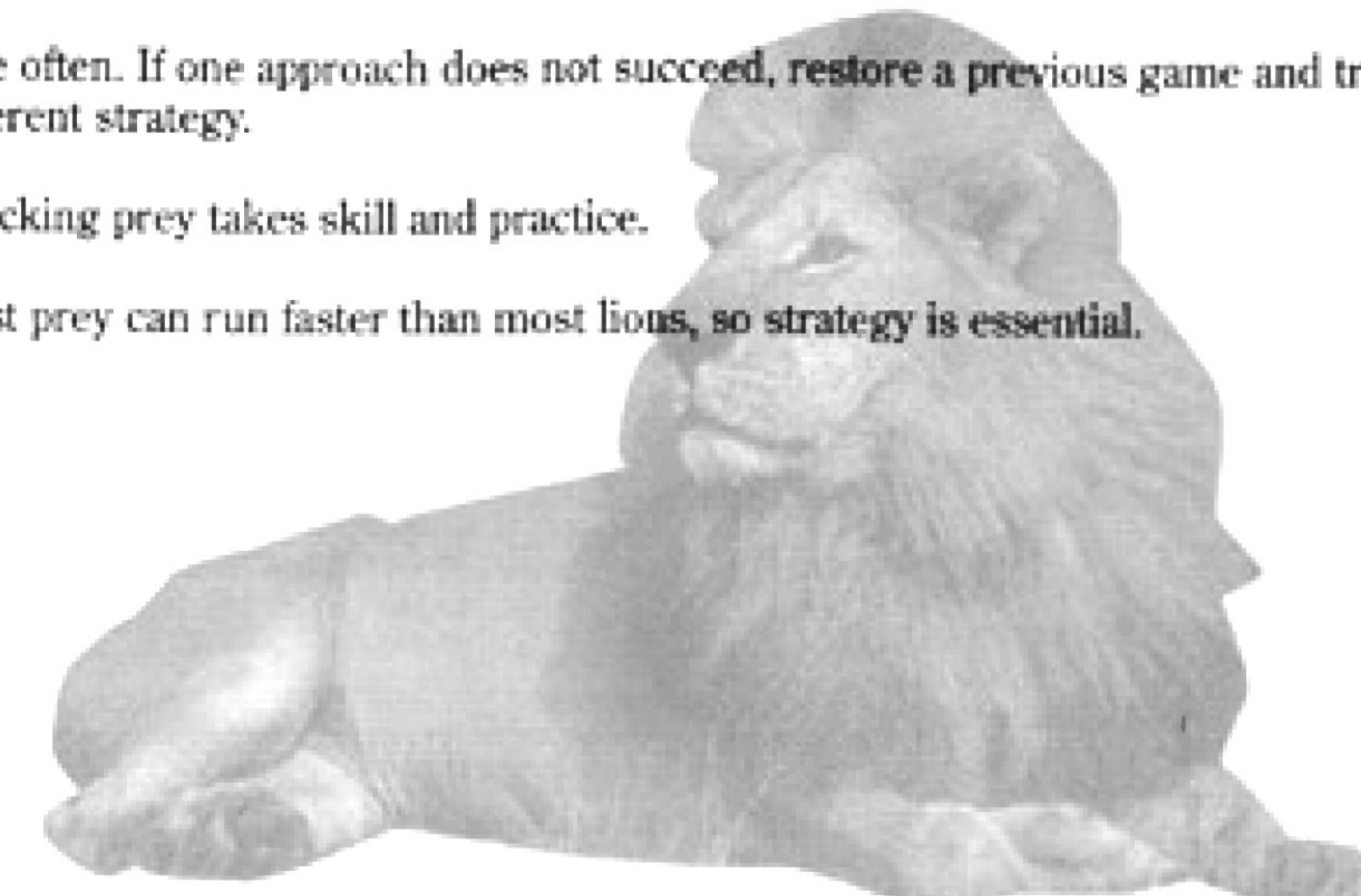


## STRATEGIES

Employing various strategies is essential for survival. Here are some strategies players may find helpful in surviving in the Scenarios and the Simulation.

### General Game Tips

- Success requires a balance of skill and patience.
- Save often. If one approach does not succeed, restore a previous game and try a different strategy.
- Attacking prey takes skill and practice.
- Most prey can run faster than most lions, so strategy is essential.



## *Basic Strategies*

- There is a better chance of making a kill at night, if the lion is crouching in terrain cover, or if the lion is down wind.
- Use group hunting, particularly to kill larger animals.
- Situations may arise where switching to a different lion in a pride is helpful.
- Prey animals are always easier to kill when alone, separated from their group.
- Use “Zoom” regularly.
- Use various senses to find out what lies beyond the Zoom Map.
- Keep water on the Zoom Map whenever possible.
- Before heading away from familiar ground, make sure hunger and thirst levels are full.
- Lions can scavenge food from other predators or other lions.
- Lions can herd animals in a particular direction by chasing them.
- Sleep during the day. Hunt at night.
- If concerned about Poachers, walk or trot during the day and run at night.
- When the player’s lion is hungry, the lion cannot lie down, but it can sit.

## *Scenario Hints*

- Read Scenario Descriptions carefully. Important clues are given.
- Once prey is located, don’t let it wander off.
- Be very careful not to get injured.
- Due to a lion’s rate of recovery, if injured in a Scenario, players may want to restart.